ChronoCom TL System
Operation

This manual covers the intercom operations in a ChronoCom TL System. All these operations apply to both "D" ("Dial-up") and "S" ("Switch-bank") systems, except that the switch-bank version supports a second program source and another way of distributing audio programs.

Room Stations

Calling In

A room station may offer only one or both of these means of calling in to an administrative phone:
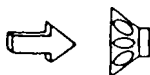
- Press a *Call* or an *Emergency* switch.

- Pick up the handset of a staff telephone. This registers a call-in whether or not you keep the handset off-hook.

Talking from the Room

When an administrative telephone answers a call-in or calls a room, the intercom audio will go to an off-hook staff telephone if there is one; otherwise, it will go to the speaker.

- To converse via the speaker, face it and talk in a normal speaking voice. While the speaker is in the "listen" mode, it will periodically sound a supervisory tone.

- If there is a staff telephone, you can pick up its receiver at any time to hold a more private conversation. This will automatically disconnect the speaker.

Administrative Telephone

This can be either a single push-button, tone-dialing phone or any such phone in an interconnected electronic key system.

Talking with Room Stations

Except for room call-ins, administrative telephones control all intercom activities.

Calling

- Simply pick up the receiver, listen for dial tone, then dial the number of the desired room station.

  ⟹ **The system will** *immediately connect you to the r o o m station-to its staff telephone, if the receiver is off-hook otherwise to the speaker. The number will appear in the right side o/the wall or phone display.*

- Speak into the administrative phone to talk to the room; stop **talking to** receive audio from the room.

- Hang up to end the call.

Answering Call-Ins

Emergency call-ins automatically stack in front of normal call-ins. Within the same priority level, the call-ins stack in the order they were placed. Additional stacked call-ins will appear as the ones displayed are cleared.

There are two **ways to** answer call-ins:

- Pick up the handset, listen for dial tone, and dial the room number-just like making a call.

- Pick up the handset, listen for dial tone, then press the asterisk (*) key. This will answer the call-ins in the order that they are displayed. Pressing the asterisk again will end communication with that room and connect you with the next caller in the stack.

  Note: The single-button answering feature must be activated in the 2524 programming.

Clearing All Call-ins

- Pick up the handset, listen for **dial** tone, dial 2 1#, and hang up.

  * This will clear *the stack and display the* rime a nd *date.*

Paging

An all-page (0#) goes to every room speaker; a zone page (1# through 8#) goes to a selected group of speakers. Rooms are placed in one or more zones through the 2524 programming.

To **make** a paging announcement, pick up the telephone, listen for dial tone, then dial the appropriate code. Wait for a "beep," then begin talking into the receiver. Hang up when you've finished.

Distributing Audio Programs

All ChronoCom TL systems will accept an audio program source, such as a Rauland tuner and audio cassette player. Systems with switchbanks will accept a second program **source.**

Using Switch Banks

Switch banks offer a direct way of selecting the rooms that will hear an audio program via their speakers: flip a room's switch up to the 'A" (green> channel for the first audio source, don-n to the "C" channel (orange) for the second audio source, or in the middle, 'Off" (black) position.

Note: Programs from the first audio program source can be distributed by either a switch bank or an administrative telephone (explained next); programs from **a** second audio program source can only be distributed by a switch bank.

Using a Phone Keypad

All ChronoCom TL systems can use the administrative telephone's keypad to **selea rooms for the first audio** source. There are two ways of doing this:
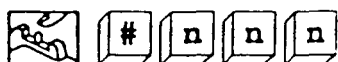
Individual Rooms

⊞ ⊡ ⊡ ⊡
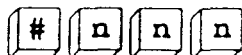
• Dial # plus the number of the room.

⟹ The *display will show* the number you *dialed plus the message* **program 0 f f or Program** On.

⊡

• **Press the asterisk (*) to toggle the program on and** off for that room.

⟹ *The display will alternate between On and off;* when On *appears,* **the program** *will play over the room's speaker.*

⊞

• **To continue with the next programmed room number, press the** pound (#) key.

⟹ The room number *and its program status will appear on* the *display.*

⊞ ⊡ ⊡ ⊡

• **To jump to another room, hang up momentarily, then dial** # plus the room number.

• When you have finished, hang up.

Zones

These are the same zones used for clock tones and paging; they are determined by the 2524 programming.

To Select Individual Zones:

⊞ ⊡ ⊞
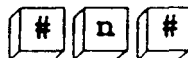
• **Pick** up the receiver, listen for dial tone, then dial #, the number of the zone **(1** through **8), and another #.**

⟹ **The** *display will read* Zn N **Program** on (or of f); "N" is the zone *number you* **dialed**

⊡

• Press • to toggle the zone on **and off.**

⟹ **The** *display will alternate between* **On** *and of f; the program will play through the zone rooms while the display* **reads On** *and stop playing when it reads* **of f** .

⊞

• **To select** additional zones, press #, which will cycle through the remaining zones, up to 8.

To **Select** *All* Zones:

⊞ ⑨ ⊞
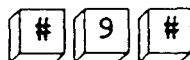
• **Dial #9#.**

⟹ **The** *display will read ALL* **ZONE PRG ON,** and *the program will immediately begin playing in all the rooms.*

To Turn Off The Program in All Speakers:

⊞ ⓪ ⊞

• Dial #O#.

⟹ The *display* will read **ALL ZONE PRG OFF, and all speakers will be** *disconnected from the program. This works the same whether all speakers or only selected speakers had been carrying the program.*

Phone and Switch-Bank Interaction

Sending the program from the first audio source to a room overrides any setting on the switch bank. For example, if all the switches are turned down to **the second program source and you dial** Zone 1 for the first program source,

the rooms in that zone **will switch to the first program source but the remainder will** continue playing the second **sources program. In contrast,** turning off program distribution via the keypad will cause all the affected rooms to revert to the state set by the switch bank-in the current example, the Zone 1 rooms **would go back to playing the program from audio source 2.**

Distributing Tones

This system has a built-in chime tone, the one normally used for class changes. Some systems have an accessory that provides three additional cones. Dialing the following codes will cause the selected tone to sound through all room speakers; if your system does nor have the additional tones, then all the codes will select the built-in chime cone.

Tone	Dial Code
Chime	91
European Police Car	92
Siren	93
Interrupted Tone	94

Displays

Figure 1, below, shows how call-ins are displayed.

Phone and Wall **Displays are** the primary units for this system, because they show information for all administrative phone activities. Their actions are described in connection with rhe operarions below.

The 2524 **display** is primarily devoted to clock activities.

Resetting

The phone and wall displays should show the time and date when they are idle, and room numbers during calling activities.

[2][0][#]

If the display does not show the proper information, reset it by dialing 20#.

Call-in Beeps

The wall and telephone displays as well as the 2524 have a built-in beeper that signals call-ins. When a call-in is made, the system sounds single "beeps" at regular intervals, approximately every two seconds for Priority (Emergency) call-ins and every ten seconds for normal call-ins

Phone and Wall Displays

102 215 127 : 222

The first three numbers show call-ins waiting to be answered.

The rightmost number shows the room currently connected to an administrative phone. Otherwise, it shows the last room that was so connected.

## Figure 1. Displaying Call-ins

Dial, Busy, and Disallow Tones

Normally, picking up the handset of an administrative phone should cause dial tone (a steady, fixed-frequency tone> to sound in the earpiece. If the 2524's front-panel keys are in use, the handset will sound a busy signal as series of shon "beeps"). Finally, if the user dials an invalid number, the handset will sound double, "disallow" beeps.

Quick Reference Table

Function	Key Sequence	Comment
Call Room Station	⟦n⟧⟦n⟧⟦n⟧	001-899 are valid numbers.
Answer Call-in	⟦*⟧ or ⟦n⟧⟦n⟧⟦n⟧	Answer first call-in. Answer in any order.
Send All-Page.	⟦0⟧⟦#⟧	
Send Zone-Page.	⟦n⟧⟦#⟧	18 are valid zones **numbers.**
Distribute Program (Music).	⟦#⟧⟦n⟧⟦n⟧⟦n⟧	**To** an individual room.
	⟦#⟧⟦n⟧⟦#⟧	To individual zones (I-8).
	⟦*⟧	Toggle room or zone **ON** and OFF.
	⟦#⟧	Advance to the next station or zone.
	⟦#⟧⟦0⟧⟦#⟧	Turn all **zones OFF.**
	⟦#⟧⟦9⟧⟦#⟧	**Turn all zones ON.**
Distribute a Tone.	⟦9⟧⟦1⟧	**Chime**
	⟦9⟧⟦2⟧	European Poke Car
	⟦9⟧⟦3⟧	Siren
	⟦9⟧⟦4⟧	Interrupted Tone
eset the Display.	⟦2⟧⟦0⟧⟦#⟧	